

MINECRAFT {DUNGEONS}



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—Guide to Minecraft Dungeons: A Handbook for Heroes

GENER GUZMAN

Minecraft Dungeons

The Story of Steve

MINECRAFT SERIES

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This is a work of fiction. Names, characters, places, and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, business establishments, events, or locales is entirely coincidental.

This book is dedicated to
all Minecraft gamers

ACKNOWLEDGEMENTS

I found Minecraft interesting for me to play and wanted to make some stories or shows about it.

With me knowing Minecraft, I can have different experiences and have fun. I even take inspiration from the games that used to help me attempt to recover from a mental illness that caused me to struggle in certain areas of life, making life challenging and stressful in some parts of it. I even had fun playing Minecraft and searching up in order to come up with the “dots” that can help connect the story I am about to make. In addition to the already existing Minecraft worlds, I have already created many worlds through creative mode and come up with models that would help them become the source of one of my stories. This is very important because I am exploring ways for me to become good at things using my strengths.

Details coming soon.

FOREWORD TO THE EDITION

Coming Soon.

Hiring New Writers.

AUTHOR/WRITE NAME HERE

ONE

Mainland, 1863

“It was a time of great adventure ...and danger. Shunned by his kin, an Illager wanders the land, seeking a new home. But all he found was hatred. Driven by rage against those who wronged him, he wandered, blind to whatever end. Until, at long last, the Illager found something, that would change him forever: The Orb of Dominance. Corrupted by evil, driven by vengeance, the Arch-Illager made all bow before him. And if they did not bow, they would fall. The Illagers raided the land. Who would have the valour, the purity of heart, to stand against the Arch-Illager's reign of terror? Well ...not that one, but maybe ...you?”, prologue.

After spending years living a normal life in San Fierro, San Andreas, I read the prologue of the bad news back in the east. This is also the first time I have been called to battle since the defeat of the Ender Dragon in the late 1840s. The transcontinental journey to the east takes too much time for me to reach. On the way to trouble, I have been losing the most important items to hostile mobs during the second half of the trip. I do not know if I can ever save the village.

“The village is burning. No doubt, this is the work of the evil Arch-Illager and his minions. They sweep across the land like a ravenous scourge, subjugating or destroying all in their path. This is a time for heroes like yourself. Make haste. The Villagers have need of you.”, Squid Coast intro.

Squid Coast, once a thriving town, is now burning thanks to the evil Arch-Illager and his minions. The illagers have left Squid Coast in ruins, leaving buildings to be burned. The villagers have fled their homes, leaving possessions behind, waiting for heroes to save them. Heroes must make haste and fight their way through paths to save the Villagers.

I am one of the heroes, becoming ready to continue fighting in the war. After noticing one of the best heroes, who defeated the largest wither, went on adventures for the old builders, and weakened the admin, I indirectly become friends with the hero and learn the advice to save the world. All I need to do is simply go to the village and defeat the zombies. At first, fighting gets easy but becomes a little difficult with the invaders. Speaking of invaders, Squid Coast is located in one of the border states in the early 1860s. When I first defeat the skeleton and obtain arrows, fighting the enemy soldiers is easy, and I defeat multiple invaders. I shoot the skeleton guard and continue fighting more invaders. I secure the inner gate, survive the ambush, and fight.

Upon defeating the Arch-Illager for the first time, an obsidian chest is accessible from a windmill building found when turning right turn from the skeleton bridge, but it usually drops only emeralds and rarely a fishing rod or fireworks arrow. There are also two common chests in this level, one behind a house and the other on a floating island. Finally, I set up a camp. When I set up the camp, I explored the camp and called it home for now. This is where I now rest.

“You were too late to rescue the Villagers, but don't fret. They're still out there somewhere, waiting for a hero to find them.”, Squid Coast outro.

“By the Arch-Illager's decree, all free folk are now enemies of the Illager Empire. Somewhere in these woods, a caravan is transporting Villager prisoners to labour in far off lands. Find the caravan and stop the Illagers, for there's no telling what dreadful doom will befall our Villager friends.”, Creeper Woods intro.

The Illagers capture the defenseless Villagers and move them east, towards their mysterious base in the Redstone Mines. The first step in their ruthless journey starts by going through Creeper Woods, a mob infested maze of tangled roots and branches. I move quickly as I wish to save the Villagers from a terrible fate! Before I even begin the main fight, I explore the whole creeper woods and encounter some dungeons, in which I plan to explore later on.

What I mean is that I have to find the caravan. First, I free the villager guarded by some hostile mobs. I fight the undead mobs first and then the pillagers. I free the first villager and move on. I get into the longest and most challenging part of the mission, involving fighting more hostile mobs on the way to the attacked village. I fight a lot more mobs, get attacked, and climb upstairs to cross at least two bridges before arriving at the village. When I arrive, I am welcomed by a large pillager with an axe that attacks me when I rescue the first two villagers there. I almost die and manage to rescue the rest of the villagers, kill every hostile mob, and move on. The last step is escaping. I fight spiders and creepers with TNT. Last, I go through the castle door to exit.

Near the end of the mission, an illager camp is found which has five trapped villagers. The area is full of vindicators, armored vindicators, and enchanters that attack the hero on sight. Once a villager is freed, it bows in thanks and vanishes. After all five are freed, the hero can begin to travel towards the exit.

“These villagers are free from the clasp of the Illagers, all thanks to you.”, Creeper Woods outro.

The creepy crypt is located in creeper woods. The dark corridors are filled with tombs and are crawling with mobs. It's also full of loot. There are switches that reveal hidden areas and bonus chests that appear as rewards for defeating mobs. The heroes' mission is to find the lost tome and make it out of the crumbling walkways.

Inside the creepy crypt dungeon, I encounter lots of zombies and creepers spawning. I get through the battle and obtain better loot. For example, I obtain an axe and a pickaxe, which deals more damage than even the diamond sword I obtained in another dungeon. This makes me think that these tools are stronger than diamond swords because they may have been enchanted by several pillagers and captains to raid the village. After exploring, I found the tomb and loot.

Once I obtain the tomb and some loot, I use some of the loot to fight my way through. This includes a strength and swiftness potion. I fight quickly and exit the dungeon and woods.

“A coven of wicked witches live at the heart of the sinister swamp. They conjure up all manners of brews to empower the Arch-Illager and his ever-growing army. If you don't find and defeat those witches, the Illagers will be unstoppable. But tread carefully, the swamp is home to many horrors.”, Soggy Swamp intro.

Soggy Swamp is the home to the cruel witches and green slimes. The witches provide the Illagers with greater power by concocting witch brews to help control the evil Illagers so that they are better in following the orders of the Arch-Illager. These Witches' brews sit simmering in large cauldrons at the heart of the swamp.

Meanwhile, I explore the soggy swamp and fight off the hostile mobs easily. I explore all corners of the map and make my way towards the witches' brews to destroy them.

After defeating the witches' brews, the Arch-Illager summons the first boss mob in his attempt to stop the hero: the Corrupted Cauldron. The Corrupted Cauldron is located in the large battlefield that spawns several purple slimes and other hostile mobs. I make my first attempt to attack the boss, but the boss keeps spawning so many mobs that I get attacked a lot. I retreat to the sides of the battle to wait for energy. There are two types: health generation and strength. The best way to defeat the boss is wait for all types of energy to be ready before I use one of them. I use the strength items first like the purple mushroom and fireworks before using the two health regeneration items when I am more than halfway to death multiple times. I repeat these steps all the way until I defeat the boss. Last, I explore the swamp, find a hidden dungeon, and escape.

"The Arch-Illager's potion supply is no more, and it'll be a long time before the witches recover from this blow. Well done!", Soggy Swamp outro.

The mysterious soggy cave is full of doorways, each of which leads to a different area of the swamp. The doorways need to be entered in the correct order to visit each area because they are all connected by a confusing series of gateways. In some areas, the hero needs to complete arena battles before progressing, while others pose button puzzles to solve before gaining valuable rewards. This is known as Soggy Cave.

I returned to Soggy Swamp in order to get to Soggy Cave. I enter Soggy Cave and notice the appearances that have been given above. I am surprised by these appearances and fight off the hostile mobs that welcome me. I get attacked for a little bit and then encounter three doors. One of the most important doorways is locked. Like details from above, I manage to easily fight off the hostile mobs and quickly keylog all the puzzles to complete Soggy Cave. Once I complete the mission, I return to camp and relax. I rest until I feel ready to move onto the next mission.

“The Illager raids have roasted this once lush land to ruin. Only one village remained unspoiled in this corner of the world. Make haste, Hero! You must warn the Villagers there of the battle to come. You are their only hope.”, Pumpkin Pastures intro.

Pumpkin Pastures used to be a prosperous and peaceful land, where pumpkins grow among trees and grassy fields. The villagers mostly live closer to the village center. There were windmills that grounded the farmer's harvests, treasures in the village building, and a village bell that lies at the heart of the village. The Villagers have also constructed a ship by the water's edge in Pumpkin Pastures, where they might have used it to transport large quantities of pumpkins to far-off lands.

When I enter Pumpkin Pastures the next morning, I am welcomed by a group of hostile mobs where I manage to fight them all off. Of course, the undead hostile mobs are easy to fight, even the strongest and most upgraded undead mobs. Even the small illagers are easy to fight, but the bigger ones are more of a threat. Whenever I try attacking the big mobs, its axe deals damage so fast, but I kill them eventually. Sometimes, I get close to death by doing that, but I use both the healing potion and the artifact in order to regain full health. I enter a ship, defeat a group of raiders, and obtain the Arch Haven map. Then, I make my way towards the village.

The illagers have raided this fertile land to chaos. Most of the villagers were captured and forced to leave behind their horses and treasures. Only one lone village somehow remains unspoiled. Heroes need to warn its inhabitants of the impending danger marching toward them by ringing the bell. As soon as the bell sounds, the Arch-Illager appears and summons a horde of dangerous mobs to thwart the heroes' progress. I overcome this, save the day, and exit.

“You did it! And the Villagers of the Pumpkin Pastures go on to fight another day.”, end.

Arch-Haven is a coastal settlement at the edge of the pastures. Heroes begin on a ship and must battle their way across the beach, where the Illagers have made themselves home. The heroes need to find a series of spell books situated on stone plinths throughout. There is also a cave to explore before heading back to the ship and sailing away to safety.

Once I am given enough information to go to Arch Haven, I follow the instructions from above. This means I return to Pumpkin Pastures, take the ship, and fight across the beach where the illagers are invading the land. One of the most important goals from above is finding a series of spell books, which is often guarded by all hostile mobs. However, I overcome all the hostile mobs by using all the weapons, gaining loot, and using all the loot to progress even further.

Once I am done with the spell books, I make my way to the cave and explore it. All I do is simply fight my way through the cave and sail away. Last, I return to camp and rest.

“The Arch-Illager seeks to summon armies of the undead using a power that rests deep within an ancient and forgotten desert temple. Finding the temple, however, is an adventure in its own right for the entrance lies hidden somewhere in this canyon, a sprawling maze of malevolent mobs and lost secrets.”, Cacti Canyon intro.

Cacti Canyon is a barren and dusty place, overrun with dangerous enemies. The terrain is confusing, the land is uneven and broken up by deep ravines, and the harsh landscape is full of prickly cacti. The paths between hills are narrow as well.

The dead rise from the remnants of a lost civilization. When the dead walk, their masters, the necromancers always stay behind. The first task of the heroes is to activate beacons to reveal hidden walkways that lead them to the temple. They are heavily guarded by the illagers.

I follow the instructions of my own from above. However, there are a lot more hostile mobs than before. There are even some hostile mobs that cause explosions other than creepers. This mob is an illager that is capable of spawning several small stone towers nearby and decides to explode them when I am nearby. Whenever these small towers are detonated, I flee from the site and watch the explosion before I attack the rest of the nearby enemies.

The Desert Temple is well protected by locked gateways. Heroes need to find key golems that are hidden in the dark corners away from any battles. Upon opening the gateway, the heroes are greeted by a horde of skeletons, zombies, and illagers. I overcame the chaos by using TNT, strength potion, and swiftness potion. Last, return to camp and plan to revisit the temple later.

“Ah, you found the ancient desert temple. Who knows what truths and treasures await you inside?”. Cacti Canyon outro.

“There are unsettling rumblings in the mountains of the Overworld. Whispered rumors say the Illagers are building something dreadful far beneath these ancient mines - something of soot, metal, and flame. Only a hero such as yourself could brave the cavernous underground and uncover the truth.”, Redstone Mines intro.

The redstone mines are a claustrophobic network of narrow tunnels and speedy cartways. The Illagers imprisoned the villagers, forced them to dig for redstone in the deepest parts of the mines. The illagers patrol the mines to make sure everyone is working hard. Lava runs freely through the mines, due to the Illagers' excavation in search of precious Redstone. The riches and the Redstone of the mountains are being transported elsewhere by fast-moving Minecarts for a project that the Illagers are planning to build.

I navigate my way through the Redstone Mines. I encounter all types of mobs I have seen in the past such as zombies, skeletons, creepers, spiders, and illagers. There are also enchanted and new versions of some of these hostile mobs. When I get through the mines, I encounter lots of hostile mobs, caused by something. I destroy that machine and eliminate the threat, but there are more threats and dangers ahead. This is why I use potions and some artifacts in order to both avoid large attacks and cause large attacks against the strongest waves of mobs.

After dealing with Cave Spiders and Monster Spawners, the heroes are able to successfully locate and free the villagers. Right before the heroes leave the mines, the heroes encounter a Redstone Golem, another product of the Arch-Illager. I defeat the golem and escape. *“So the rumours were true! The Illagers are building a dreadful forge under the mountain.”*. Redstone Mines outro.

“The Fiery Forge - where the Arch-Illager builds monstrous machines that devastate the villages of the Overworld. He must be stopped. Strike with everything you've got, and raze this forge to ruins.”, Fiery Forge intro.

When the hero activates a Redstone Core, it will open up and start making a loud noise while charging up, it will then fire a large heat blast in four directions that will deal severe damage and some knockback damage too if a hero, mob, or pet is struck by it. They can also be used to harm the monstrosity, since they appear in the arena. Sometimes a glitch occurs making the heat blasts from the cores freeze in mid-air.

When I get through the forge, I explore every single corner of the rooms in order to not only find the most important purpose or goal to exit but also to kill the most hostile mobs to

reward myself with various potions, items, ammo, and treasures. Whenever I get some treasures, I tend to kill a wave of hostile mobs before that, some of which come close to death. Some tend to be located in the dungeons where I notice some peace at first before all of the sudden that the mobs spawn thanks to the Orb of Dominance. I make progress until I get to an arena.

After destroying the forge, the hero finds an abomination made from the fires, a Redstone Monstrosity. The hero must then defeat it, then leave by the mining lift. At first, I fled from the arena to avoid danger because of all the red balls summoned by the Redstone Monstrosity. Then, I manage to defeat the first wave of the red balls before seeing a few Redstone Cores. Once I get inside the arena, I flee from the boss towards the cores. This involves luring the boss in the way, so I use the cores in order to attack and defeat the boss. Last, I destroy the forge and leave.

“The Fiery Forge is destroyed. The war machines of the Illagers have been smashed.”, end.

“Deep within these halls awaits a powerful necromancer, the forgotten ruler of a nameless kingdom. The necromancer wields an enchanted staff that holds the power to summon the undead. We must destroy it before the Arch-Illager can claim it in his tiny, evil hands. That would surely be the doom of us all...”, Desert Temple intro.

It is implied that the Nameless One and Archie turned on each other since they made their alliance a long time ago. However, it is vague on whether the Nameless One turned its back on Archie or if Archie's desire for the staff caused him to be the betrayer.

The Desert Temple was built by an ancient civilization that focuses on beauty. It was built by skilled craftsmen in the unknown past. The temple is full of riches of the past and springing traps. At the time, the temple was very important to everyone who lives nearby.

Time has destroyed parts of the temple, yet much of it remains intact deep beneath the surface of the desert. The skeleton vanguard, the Nameless One's personal guard, have stood guard for centuries, and the place is now full of old, evil, and forbidden magic: necromancy, the darkest sorcery, which the ruler of the Undead has practiced since ancient times.

Heroes need to be observant as there are slits spanning the width of some floors. There are also hidden blades that spin out of them and slice through heroes. As well as crushing walls in some corridors to watch out for. Necromancers exist in four corners of the temple. At long last, the heroes meet The Nameless One and destroy the necromancer's staff. This is done by me, in which I explore the temple, obtain a hidden map, and defeat the boss to clean the temple.

"The necromancer's staff is destroyed. Once again, the Arch-Illager is thwarted.", end.

The Lower Temple takes place beneath the main Desert Temple. It's an area full of skeletons, wraiths, and necromancers. There are also similar traps from the upper temple. After exploring the maze-like corridors, loot will be rewarded for solving puzzles. Once finished, a key golem is required in order to escape. Many chests can be found along the way. Two new items can be found here: the Battlestaff and the Dual Crossbows, where they were both previously obtainable here only prior to the Howling Peaks.

I enter the Lower Temple and am welcomed by several hostile mobs like normal. Like the upper temple, the lower temple also has some features from above but with different goals. The actual goal for this mission is simply to explore the lower temple and find some treasure. I do so and explore every single corner of the floor because I need to unlock a door. At last, I fight most enemies, obtain the key, and unlock the door. Finally, I escape the temple and return to camp.

“You've made it to the abhorrent abode of the Arch-Illager, Highblock Castle. The halls are crawling with soldiers and sorcerers, so keep your blade at the ready and your wits about you. Find the grand throne, and confront the Arch-Illager.”, Highblock Halls intro.

The Highblock Castle is the abode of the Arch-Illager. This mission takes place in the main halls of the formidable Highblock Keep, acting as a final refuge for the Arch-Illager. The halls are full of Arch-Illager statues riding dragons, fine furnishings, and decorative windows. There are symbols of the diminutive despot, the Arch-Illager's reign of terror hanging from the walls. The castle is overall scary in order to keep heroes from saving their side.

The keep is highly protected by the Arch-Illager's royal guard, who are strong and loyal. The castle is full of all variants of Illager except geomancers, iceologers, mountaineers, and illusioners. They range from lowly pillagers and vindicators to the heavily armored royal guards. There are also wraiths that lie around in the hall causing infernos with their soul fire.

Highblock Keep is filled to the brim with plush rugs, luxurious chandeliers, and all manners of delicious food as the illagers are having a party. This gives the heroes an opportunity to spoil the illager's plans. Somewhere in the middle of the mission, the heroes find a small open-air courtyard crawling with zombies, skeletons, creepers, and spiders. The key golem is needed in order to unlock the gate that leads back into the halls. There is a well on one side of the courtyard which has a shortcut to the area but always spawns an evoker miniboss that leads to where the hero destroys the buffet.

After entering the halls, there are vindicator chefs near the buffet tables. Destroying one of the several buffet tables prevents the Illagers from regaining their strength. Other than that, the heroes are also rewarded with a cascade of Emeralds each time they destroy one. Once the

heroes arrive at the grand throne, the Arch-Illager appears, and the heroes try to confront him. But the Arch-Illager decides he's not ready for a confrontation from the heroes, so he summons more mobs with a snap, then flees.

After the hero defeats all the waves, a hallway behind the grand throne appears and leads onward into the Obsidian Pinnacle, where the hero continues to pursue the Arch-Illager.

“The Arch-Illager escaped to the ramparts. Press on Hero, you mustn't let him get away!”, Highblock Halls outro.

The Underhalls is located in the regal Highblock Keep. It's a dusty cellar full of forgotten things. Parts of the cellar look like jails, with chains hanging from the ceiling. Heroes need to fight their way through hordes of mobs, collecting loot while leaving. A Key Golem is needed to access the main area and escape. I barely clear the Underhalls to gain access to the ancient hunts for later.

“The Arch-Illager has fled to the ramparts of Highblock Castle, but he can't have gotten far. Make haste and fight your way through to the highest tower. The Arch-Illager and his reign of terror ends tonight.”, Obsidian Pinnacle intro.

The Arch-Illager has fled to the Obsidian Pinnacle, a place full of statues, narrow ramparts, illagers, etc. To get from one section to another, heroes need to jump between different areas of the broken rampart with the help of spring platforms, which also kills companions while jumping to a new section. They are likely to land right in the middle of a horde of mobs.

Several redstone golems also reside at the top of the Obsidian Pinnacle. Once the heroes have fought their way through the hordes of illagers, they can reach the top of the Obsidian

Pinnacle and come face-to-face with the Arch-Illager. After defeating him and his creations, heroes encounter the last boss of the game, the Heart of Ender. At last, the Heart of Ender and the Arch-Illager's evil reign is ended by the heroes.

“The Arch-Illager, The enemy of the Villagers, was defeated. Great heroes save the day, and vanquished evil. Thanks to you, all was well... until it wasn't...”. Obsidian Pinnacle outro.

“What dark force conspires deep in the depths of this abandoned Stronghold? As you enter these depths, you start to feel as if the very void itself is watching. But now that you’ve begun, you must follow this path to the end — No matter where it leads.”, The Stronghold intro.

The story is that the hero would need to get six Eyes of Ender from six Endersent that went to six various locations on the Mainland. These Locations are Creeper Woods, Soggy Swamp, Pumpkin Pastures, Cacti Canyon, Desert Temple, and Highblock Halls. To open the End Portal that resides in the Stronghold the hero must retrieve these eyes and bring them back. Once opened, the otherworldly map will be unlocked to interact in the “Other Dimensions” Tab. The first location on that map is the End Wilds.

TWO

Island Realms

“The Orb of Dominance may have shattered, but its powerful shards have scattered across the vast Overworld. One of those shards has landed in a lush Jungle, where new threats roar to life beneath the dark canopies. The shard, the source of corruption must be destroyed to free this land from the Orb's dark manipulations.”, Dingy Jungle intro.

The Dingy Jungle is a damp and soggy place, with many dangerous mobs roaming about. Now that the shard has landed in the Jungle, the number of horrors that await here has only greatly increased.

The hero must push their way through this dense muddy land to track down the shard. They face Jungle Zombies and Mossy Skeletons that roam the jungle canopies, and have their path consistently blocked by the many quick growing vines. As the hero continues to press forward toward the temple, they face more horrifying creatures such as Whisperers, Leapeaves, and Poison-Quill Vines.

The Panda Plateau scroll has a random chance of spawning, similar to Lost Settlement. Unlike these missions, however, the Panda Plateau scroll isn't considered a secret on the map, and thus will only spawn if there are no secrets in Dingy Jungle. The Plateau can be unlocked during the cross-the-canyon objective. While on your way, head onto the rope bridge rather than the objective marker. Here, the hero will be met with a sinister creeper statue. Interacting with the statue is not a requirement, and thus is optional. After passing the statue, the hero must cross a log and can then venture into an L-shaped area, with either an obsidian chest or the entrance leading to the scroll waiting for them. There's going to be three buttons in front of three Panda Statues and pressing them will lead the hero to the scroll.

Once the hero reaches the end of the jungle, they will be greeted with the gateway to an overgrown temple that harbors the shard and its overgrown monstrosity. Upon opening the gate, a deafening roar fills the air and a large number of mobs converge on the hero.

"The journey has just begun. For the corrupting shard lies deeper still within the heart of the jungle." Dingy Jungle outro.

"The shard fell deep within the jungle, where it spawned a horrible creature; the Jungle Abomination. This vile beast cannot be allowed to continue spreading the corruption of the Orb. Tread carefully, for these overgrown temples harbor monsters that will fight to protect the source of their newfound power.", Overgrown Jungle intro.

The Overgrown Temple is an ancient structure that consists of many ruins that have been covered in the Jungle's thick vegetation. Villager statues can be seen all over, signifying that this temple may have been built by villagers who lived in the Jungle long ago. Along with the stone,

various patches of gold blocks are seen in the temple most notably in large rooms, and there are many doors and gates inside. Within the temple, there are many large rooms, some with winding paths, such as one above a reservoir, and one completely above a large pool of lava with obsidian walkways. At the end of the mission is a large stone arena, called in-game as the Sun Room, where the Jungle Abomination can be fought and defeated, and the exit is just beyond a long stone path full of hostile mobs.

I use both the gear from the mainland and the jungle to fight the boss. At first, I take lots of damage and get attacked but then become more brave and able to defeat the boss out of the chance of having a game over. There is no game over, and I fight through the exit.

“With the Jungle Abomination defeated and the shard destroyed, the jungle begins to recover from its nightmare.”, Overgrown Jungle outro.

The Panda Plateau is a plateau and a bamboo forest located east of the Jungle Awakens Island. It is a rather peaceful part of the Jungle where a small community of Pandas managed to thrive, safe from the shard's corruption, until the arrival of some of the Jungle Abomination's corrupted hostile mobs. Various caves, stone ruins, and small ponds and lakes can be seen within the forest, as well as statues of pandas, parrots, and villagers on the cliff faces. In some caves, there are even ruined rooms and small huts where slimes can be seen. Near the end of the level is a boat and a lamp post where the hero can use to leave the forest, as well as lots of Pandas who are celebrating the hero's victory.

Once I leave the jungle by boat, I return to camp and settle down. I then plan on where I need to go in order to eliminate the threat of the orb.

“When the Orb of Dominance shattered, it split into powerful shards that spread across the Overworld. A shard fell upon this unlucky land, and a creeping winter is now consuming this once lively place. Until the shard is destroyed, the devastating frost will continue to spread - smothering all life in snow and shadow.”, Frosted Fjord intro.

The Frosted Fjord is a small coastal settlement and village found at the entrance of the Creeping Winter island located near the fjord. The settlement is connected by a frozen river and built around a small forest. Within the settlement are various frostbitten homes, some frozen waterfalls, an abandoned market, and some high drops. A cave can also be accessed here via buttons that summons various waves of creepers where a gold chest can be seen hanging from a chain and is lowered via a pulley within, the cave also seems to be a mine filled with statues and other structures. Progressing further, stone structures and paths can be seen, which all lead to the Lone Fortress where an illusioner has to be fought before entering the fortress after lowering the drawbridge. I have a hard time fighting near the end of the fortress.

“The creeping cold seems to be spreading from this Lonely Fortress, which could only mean the shard is within.”. Frosted Fjord outro.

“Deep within the lonely fortress a wraith, distorted by the shard's influence, is the source of the creeping winter. The shard must be destroyed before this wicked wraith can turn the world to nothing but ice and snow.”, Lone Fortress intro.

The Lone Fortress is the place where the shard of the Orb of Dominance is located, however, a local wraith was corrupted by the shard, becoming twisted and wretched. The hero had to defeat the empowered wraith to stop the creeping winter.

In the cold, I have to go through the level and fight a series of hostile mobs. Sometimes, I take damage and explore the whole level. Eventually, I have to fight a strong wraith where I keep getting attacked a lot. I no longer use the gear from the mainland and rely on the gear from the jungle in order to make the fighting easier. Eventually, I am able to attack the boss more than I get attacked, which makes the battle faster, and I win to exit the fortress.

“Now that the wretched wraith and the orb's shard are dealt with, these tormented lands can begin to thaw.”. Lone Fortress outro.

The Lost Settlement is a small abandoned settlement built upon the northwest side of the island, built upon a glacier near the shore. Upon entering, mine entrances can be seen and many bridges are seen connecting the cliffs and edges for material transport, as well as many abandoned and near-destroyed frostbitten homes used by the local illagers for storage, training, and normal life. Progressing deeper into the outside borders, dark stone bridges, pillars, and other structures can be seen with a magical green flame, green lamps, and torches, possibly the magical energy being harvested within the mines. War machines can also be seen deactivated near the settlement's entrance, such as a battering ram, an archer tower, and a trebuchet. Beyond the settlement's wall are more homes and even a small market. At the end of the level is a large structure containing a relic atop a pillar resembling a redstone lamp which activates and summons a few waves of mobs while green energy and symbols are seen emitting from it, somewhat like a clock, and upon defeating the illusioner, the relic activates like a beacon, and the exit is seen.

Once I am able to pass the lost settlement, I am done with another section of the Island Realms. I have one or two more sections of the Island Realms to go before moving on.

“The shards from the Orb of Dominance still wreak havoc on the Overworld. These jagged mountain peaks are no exception. Howling storms scour the path to the summit, and unless the shard is destroyed, these winds will become the storm that blows out the last flicker of hope for this world.”, Windswept Peaks intro.

I enter the peaks and navigate a difficult level. Of course, I encounter different hostile mobs and fight them all the way to the end. I make my way towards the exit.

“After weathering both elements and adversaries to reach the summit, a hidden sanctum is revealed among the peaks.”. Windswept Peaks outro.

“The Gauntlet of Gales waits for heroes who will enter the sanctum and complete the challenges within. Will you try to best the power of the wind, or will you find yourself blown away by the challenge?”, Gauntlet of Gales intro.

The Gauntlet of Gales is a large puzzle-filled area found within the Gale Sanctum. Within it are numerous puzzles that'll test the hero's luck and wits, such as more winding and switching platforms and more wind-based platforms for the hero to cross. Numerous hostile mobs as well as powerful mobs are present in the puzzling labyrinth. After fighting all the mobs in the battle, I win and exit the level. I move onto the next level of the section.

“A wind-swept temple rises from the towering peaks, and those who dare to brave these gusty halls must harness the power of the wind itself. Deep within the sanctum, past the whipping winds and dangerous deadly drops, a mighty Tempest Golem has been corrupted by the shard's influence, and must be destroyed.”, Gale Sanctum intro.

The Gale Sanctum is a large, highly decorative temple built upon a mountain peak found in the middle of the island where Howling Peaks takes place. It is a fancy and elaborate temple filled with lots of gold and jade adornments, windmills, and many wind-powered mechanisms, most of which are found usually inside. The interior of the temple consists of highly decorated rooms filled with plants and even small pools, as well as many bottomless pits with the only walkways being wooden wind-activated pulleys and stone pipes used for directing wind. Its within these bottomless pits that various wind puzzles are found such as windmill activations and pushing blocks via wind to grab a Key Golem to open a door to another decorated room, where various Squall Golems can be seen along with many resonance crystals which activates them. At the end of the mission is another bottomless pit where the Tempest Golem can be seen inactive with 8 Squall Golems in front of it, in which all of it activates to battle the hero in its arena. Its arena consists mostly of the Squall Golems and two wind runes which must be struck to disable the Tempest Golem. A Squall Golem factory can sometimes be generated inside the sanctum. In the fountains where squall golems sometimes spawn, an End Portal Frame can be seen as the top of the conduit.

“As the Tempest Golem and the shard are destroyed, a soothing breeze breathes new life into the land.”. Gale Sanctum outro.

The Colossal Rampart is a huge fortress housing many mobs built near the edge of the mountain where the Gale Sanctum was built. The rampart seems to have been damaged over time and some of the land has been converted to farmland for any mobs residing within its walls and nearby. Deep within the rampart are two indoor gardens, various winding stairs and hallways, as

well as various wind puzzle rooms that share a general look to the Gauntlet and the Sanctum itself. On the farmland are war machines, such as a catapult and a battering ram in which the hero has to burn to progress into the mission.

“Somewhere far beneath the waves, a shard of the Orb of Dominance festers. Among the brilliant corals and bubbling vents, corruption seeps from a dark trench and threatens to suffocate all life. It will take a hero indeed to brave the crushing depths, and vanquish the terror that lurks beneath.”, Coral Rise intro.

I enter the sea and get exposed to having to find scarce oxygen in this level.

“Beyond the bright reefs and dark trenches, a mysterious monument is shrouded in the darkness of the deepest depths.”. Coral Rise outro.

“The halls of this sunken monument are an unknowable maze, rapidly being entombed by gnarled, ever-growing corals. And at the heart of this drowned dungeon lies an ancient guardian; emboldened and corrupted by the shard’s power. Take a deep breath and dive into the battles ahead - for no one can be safe while such a corrupted creature lurks.”, level intro.

I continue to dive into the battles, win all of them, and avoid a game over.

“As the corruption of the shard is washed away, the peaceful currents of the ocean return once more.”. Abyssal Monument outro.

Radiant Ravine is easy and last of the section and Island Realms for me to complete.

THREE

Other Dimensions

“A harsh welcome awaits you in the Nether Wastes. Only ruins and relics keep you company as you race to escape the seemingly endless sprawl. You’ll need to keep your wits about you if you want to survive the wastes.”, Nether Wastes intro.

After the Island Realms, I enter the nether and get exposed to it at this level.

“Your journey now takes you to the Basalt Deltas, a volatile wilderness of flowing lava and rough terrain. You’ll have to rely on ancient technology to grant you safe passage across the lava... just make sure you don’t look down.”, Basalt Deltas intro.

The level keeps getting difficult, so I use more artifacts to complete the level.

“The Nether Fortress before you is protected not just by walls and fortifications, but by an endless supply of deadly lava. Your only hope is to find a safe path that leaves you unscorched and ready to face the challenges within.”, Nether Fortress intro.

In the center of the main area, there stands a statue of the Wildfire, an unused mob for the dimension, and one of the choices to be lost to the Phantom.

“All adventures in the Nether begin and end with a portal, but what’s a hero to do with nothing but the weapons at their side and a broken portal at their back? Forge a new path forward and find another portal to take you home.”, Warped Forest intro.

This location is in the warped forest biome in the based game where blue nethershrooms or warped fungi grow wildly. The ground and the environment is dark green and it looks quite lush with some twisting vines. Lava falls appear everywhere in this level and the forest is just above a huge and dangerous lava sea. There're some blackstone walls throughout this mission which are made by piglins maybe for defense. The hero has to walk through the dark and creepy woods with Endermen in order to find the nether portal at the end of it.

“The Crimson Forest may bloom in the dark of the Nether, but dangerous creatures thrive in this oppressive gloom! Between vast chasms that split underfoot and the ancient ruins that break through the trees, you should watch every step in these woods, lest it be your last.”, Crimson Forest intro.

I make my way through the forest and fight more hostile mobs.

“The Soul Sand Valley is a bone-chilling part of the Nether that even the boldest of warriors dread to tread. Gather your wits and hold your weapon close as you cross the shifting sands.”, Soul Sand intro.

This is one of the slowest missions as I walk slowly on soul sand.

“Deep within the twisted wilds of the Nether is a bone-chilling place when even heroes hesitate to go: The Soul Sand Valley. Will you be able to safely navigate the haunted sands?”, Soul Sand outro.

“An unexpected wilderness stretches out before you. Far from home and surrounded by the endless void, you must defend yourself against the creatures drawn to your power. If you want to make it out alive, you’ll need to go further into the unknown.”, End Wilds intro.

Upon activating and entering the portal in The Stronghold, the hero must find an End Gateway to journey deeper into the end. Upon using the gateway, the Broken Citadel is unlocked. I then conclude the nether dimension and enter the end.

“Each precarious step you take, brings you closer to the end.”, End Wilds outro.

Broken Citadel

“You’ve fought bravely to the very heart of the void, and reached the last bastion of the enemy’s power. Seek out the enemy that lurks here, and bring an end to this madness.”, Broken Citadel intro.

All I have to do is fight my way through the true, final exit, being blocked by a series of hostile mobs and the true Heart of Ender. Because this is the ultimate end of the journey of not only the dimension but also the whole fight against the Orb of Dominance, I slowly explore the level and fight more hostile mobs. Then, I met the large exit lobby and the final boss.

Using all of my strength, I defeat another Heart of Ender to experience a fight in order to take my title as the real hero. Finally, I defeat the boss and eliminate the Orb of Dominance.

“With the Heart of Ender defeated, the Overworld was finally and truly free from the Orb’s influence. But even as this story ends, is a hero’s work ever done? As long as adventures await, heroes will answer the call.”, Broken Citadel outro.

FOUR

Ancient Hunt

After completing the Underhalls mission a long time ago, I gained the ability to explore the ancient hunt. One day while relaxing at my camp, I explore the whole camp, including unusual boundaries, the church, and finally the nether portal. Right where I enter the camp at the start of my next journey, I get inside a hidden but public door where I notice a nether portal. Once I get in the nether portal, I have to remove some of my least important but strong items to enter.

I enter the nether for a second time and fight off hostile mobs the same way as I did in the nether rather than the mainland. Not only do I return to the nether but also want to explore more dungeons within the mission for treasure. Although the main route during the hunt is easy, the mobs inside the dungeons are strong with their boss. There are multiple dungeons like this in the same section, but I am often unable to complete the ambush. This is because I almost die every single time I get attacked by at least two powerful mobs or bosses followed by being surrounded by lots of mobs. I exit the dungeons each time and move onto the easier fight towards the portal.

I enter another section within the nether and defeat a different set of mobs, mostly from the desert temple. Similar to the last section, this section contains dungeons, but the dungeons are safer in this section than the last one for treasure because I am able to survive the ambush. I use strength potions and TNT to clear the ambush and get more treasure of emeralds and golds.

The woodland mansion mission is relatively simple, but does have some complications. One of these are dispenser traps. There are also several rooms containing a table similar to a secret scroll, but contain redstone crystals. Several of these tables trigger ambushes when the redstone is taken. There are several other devices that can be used to shut down redstone walls that obscured several chests and emerald pots. After that, the hero can use a blue diamond key golem to unlock a door to the roof of the mansion. Once there, they must face an arena battle with charged creepers and one or two evokers, after which the hero must activate the lightning rods to stop the charged creepers from spawning. When a lightning rod is deactivated, lightning strikes, electrifying the nearby water, making stepping in puddles deal damage.

The woodland prison is a fairly simple mission. The hero spawns in a room with a lever, using this lever will cause doors to open, leading to different parts of the mission. The prison is filled with emerald pots and chests, most of which you will need to complete a short ambush before accessing. Before leaving, the hero must acquire a key golem, which is locked behind a door, that will need to be opened by a lever. Sometimes, an area with a button, that looks like a brick in the wall, will generate. Pressing the button gives access to a gold chest, and sometimes an obsidian chest will generate, with a wisp that leads the hero to it.

As soon as I unlock the gate, I lure the redstone golem near the dungeon door. The golem is not aware of detours, so it does not follow my escape until defeated. Last, I exit the hunt.

The tower is a mission in Minecraft Dungeons added with the first seasonal adventure, cloudy climb. It has a varying number of floors, which scale in difficulty. At the end of each floor the hero may pick from five pieces of gear or simply choose to get an extra enchantment point.

The tower consists of a varying number of different floors. The inside of each floor is built with unique environments from various locations on each floor, as well as floors that have a similar aesthetic to the outside of the tower. Its exterior looks like a large temple or mansion, with lots of pillars and balconies. The exterior is mostly made of white stone, with acacia plank roofs, and is decorated with iron, emeralds, and acacia wood.

The tower has been shrouded in night and fog at the time of the luminous night. However strange it seems, the luminous night revealed much of the nature of the tower, including unveiling countless luminous symbols that were invisible to the heroes during the day. Though their origin is unknown, these luminous symbols infest both the inside and the outside of the tower and can appear in many shapes and forms.

In the tower, the order of the objectives changes with each tower layout, which itself changes every two weeks. Though the order of floors is random, there are always three boss fights and the following floors are in every layout of the tower.

There are a total of 22 floors and four types of floors. These are empty floors, combat floors, merchant floors, and boss floors. Generally, each floor is in order and contains biomes from other missions, including those from the island realms and the other dimensions. The only exception is floor 22, which is the boss floor where I fight another corrupted cauldron.

After completing the tower, I return to camp and decide on what to do next. It turns out that I have just one more adventure to do. I go to church and get ready to find the runes.

I return to my first journey to remember everything to chase the arch illager. Instead of repeating the journey, I try not to only complete each mission but also obtain nine runs. I return to each main mission where I fight hostile mobs that are nearly as strong as me, even when I end all the deadly missions before that. For example, I return to Creeper Woods where I have to get to the village to find the rune. This also applies to all the main missions within the mainland.

Inside the hidden rooms, I enter the same type where I turn right and obtain the runes. I feel a shake once I activate the lever, where I can then pick up the rune. Depending on where the runes are at, I can either complete the mission the second time or not. I tend to complete the main missions the second time when the rune is at the end while I do not complete otherwise.

As soon as the heroes complete all the runes, they find a doorway leading to a mysterious land. When they go through, they find an island filled with Mooshrooms, giant mushrooms, and pop flowers. They will have to escape the island, while killing the mooshrooms along the way. While the heroes are escaping, they run into the Mooshroom Monstrosity, a shroom infested version of what appears to be a Redstone Monstrosity. When the heroes defeat it, they find a boat and raft back to the Mainland.

As soon as I complete the hidden mission, I call that mission the final mission rather than the Broken Citadel mission as the ultimate end. I end my journey and relax at my camp at night.

AFTERWORD

AFTER READING THIS BETA VERSION, how many corrections and recommended edits do you think I should make? If there are corrections, do not worry as the final version of this story is going to come somewhere around 2024. Also, this is a story part of the series. There are many more stories that would be made in the series than this one. This means that another story as well as the following stories will continue and contain and end after this story.

Between the middle of 2021 and 2022, expect that more Minecraft stories are to be published and released as their first versions while other series have been released. These stories have an attempt to take place in the same universe as the other three series to be covered. Due to the stories taking place between 1700 and 1900, three other series are sequels to Minecraft.

THANKS

Thank you to everyone that I know to come up with Minecraft. Thanks for all of the content that you have made as well as some support that makes this first story possible.

**GENER
GUZMAN**

I was first raised in a family where I would do a lot of crazy actions being a kid. I then felt like I kept on being a small kid during the early years, thinking I will be that small forever. This is not true as I gain a lot of skills that adults would do such as writing and producing videos that gain popular views. I have a YouTube Channel called GeneralEpicStudios in which is the central site for me if you want to go to my other profiles linked everywhere to connect with me. I made one or two series of shows about grounded that grew my channel even bigger, with two or three seasons of grounded videos produced in 2015. After that, I began to teach lessons at the school experiences at Roblox between 2016-2019. I bet this story and all the other stories from the four series can grow this channel even more. In the 2020s, I am looking forward to producing three more series of grounded videos and four series of books with visual adaptations. These are all of the works that I am looking forward to producing, which I feel is basically the future.

**READERS GUIDE TO
MINECRAFT DUNGEONS**

Coming Soon

Works Cited

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Learn how one or more heroes are able to fight the Arch Illager, other bosses, and hostile mobs down in this story, a sequel to Matt Forbeck's *"The Rise of the Arch-Illager"*.

Fight your way through an all-new action-adventure game, inspired by classic dungeon crawlers and set in the Minecraft universe! Brave the dungeons alone, or team up with friends! Up to four players can battle together through action-packed, treasure-stuffed, wildly varied levels – all in an epic quest to save the villagers and take down the evil Arch-Illager!

Discover a trove of powerful new weapons and items that will help you defeat ruthless swarms of new-and-nasty mobs. Fight or flee through canyons, swamps and – of course – mines! Any adventurer brave or foolish enough to explore this blocky and beautiful world will need to come prepared. So quickly, gear up!

About Me: I already made a popular series in my channel, teach several lessons in Roblox, and develops four series of stories.



Gener Guzman

